

# DRAGON WARRIOR II <sup>TM</sup>

## Weapons

### Staff of Thunder

**ATTACK POWER +15**  
When you use this as an item, it has an effect which is similar to Infernos.

### Falcon Sword

**ATTACK POWER +5**  
A person who is equipped with this can move as quickly as a falcon. With this mysterious

sword you may be able to attack your enemies twice before they can respond.

### Thunder Sword

**ATTACK POWER +80**  
This is the most powerful sword. When you use it as an item, it has the effect of Infernos.

It can be found under the ground on a dark road which leads to Rhone.

### Destruction

**ATTACK POWER +93**  
This is an evil sword with hidden powers. It may be in the possession of some of your fiercest

enemies. It is said that this sword brings evil to the person who is equipped with it.

## Armors

### Water Flying Cloth

This helps to protect its wearer from scorching flames and other fire spells. It completely stops the damage caused

by fire.

### Armor of Brick

**DEFENCE +40**  
This armor is the most durable armor from the game. It completely stops the damage caused by fire.

## Shields

### Shield of Strength

**DEFENCE POWER +18**  
By using it as an item, it will give the effect of Healmore. Although the princess cannot be equipped with this, she can use it as an item.

### Evil Shield

**DEFENCE POWER +30**  
This is a dreadfully cursed shield. While equipped with this, you will become numb and stiff during a fight.

## Items

### Dragon's Bane

When this is used as an item, it will ward off the magical spells of your opponents.

### Wizard's Ring

By using this, you can regain an average of 20 MP. Rely on it only when necessary as it may break easily if used too often.

### Mirror of RA

This item reflects the true nature of a person. It can be used to break a curse and return one to his/her original form.

### Cloak of Wind

To put this on, choose the USE command from the item command window. It will allow you to float to the ground, even if you fall from a great height.

### Charm of Rubiss

Gather the 5 crests and obtain this item somewhere in a monolith. It will help you smash the false visions of Rhone Castle.

### Echoing Flute

If you use this in a town, castle, or tower where there is a crest, the sound of the flute will echo.

### Leaf of the World Tree

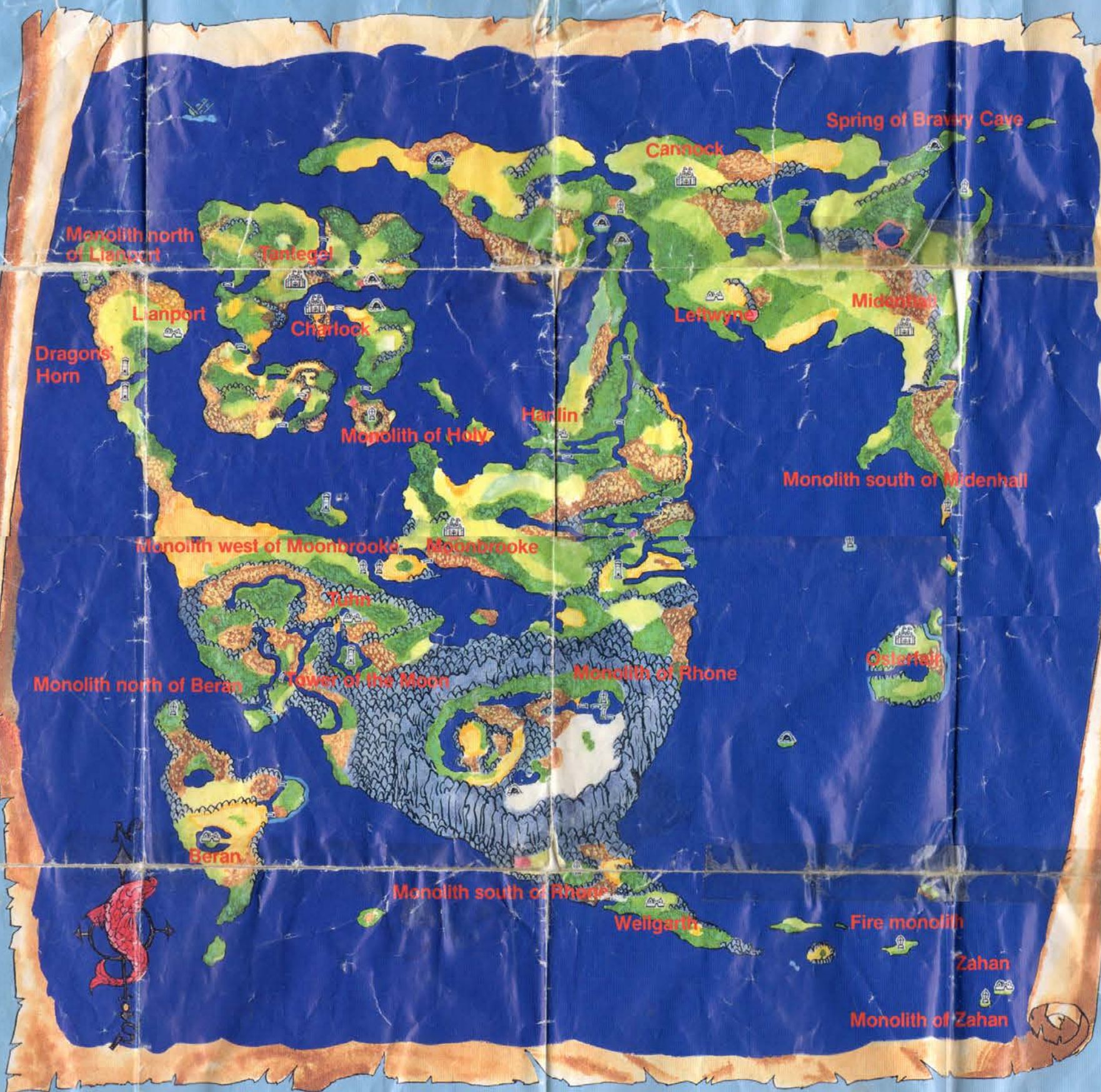
A talismanic leaf which, when ground, will restore life to ghosts.

### Gremlin's Tail

A fearful item which works your enemies' spells against you while you wear it.

### Dragon's Potion

This item will allow you to save your game wherever you are. Although it is difficult to find, it may be taken from a metal bubble.



## THE ULTIMATE QUESTIONS

In order to best enjoy the game, fold the bottom one third to hide the key.

### Match up with Snopock?

After hearing the King's message of Bravery, then return to Midenhall and travel to Leftwyne.

### Find the Princess

The ruined castle of Rhone will change the shape of the map. The castle may be of interest to you.



### Find the Princess in the northern horn?

When you reach the northern horn, you can find the Princess.

### Find the Flute?



### Q: Where is the Golden Key?

A: According to his wife, Torval is very fond of dogs. In the town of Zahan you will find a friendly dog. He may lead you to an area which you should search.

### Q: How do I find the Jailor's key?

A: Look for a suspicious shop in the town of Welgarth.



### Q: Where is the entrance of Rhone Cave?

A: The entrance is hidden in a valley. Select the Eye of Malroth from the item command window.



### Q: I cannot reach the Village of Tuhn.



The mouth of the left river. You go upstream from this point by ship. From this point, you can only walk along the Craggy Mountains to get there. You see the village.

A: You go up the left one of two rivers in the West of Rhone to the source and go around the Craggy Mountains.

### Q: How can I find the Watergate Key?

A: Roge Fastfinger has stolen this item. Soldiers say that he has escaped from his cell. When you find the unoccupied cell, search everywhere. He probably did not get past the guards.

### Q: Where are the crests?



The Stars Crest is in a tower on a small island. An old man will show you the way to the island.

You must search for the Sun Crest near the Fire Monolith.

Seek the Moon Crest in Osterfair.



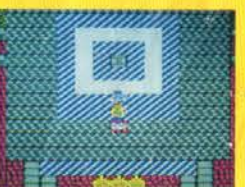
The Water Crest can be found in an underground jail.



The Life Crest can be found somewhere in Rhone.

### Q: How can I go up from the first floor in the chamber of Hargon?

A: Use the item which is a key, but is not a key. You already possess this item when you reach the castle.



# LABYRINTH WORLD OF DRAGON WARRIOR II

**CHARLOCK CASTLE**  
B1, B2, B3, B4, B5, B6

**LAKE CAVE**  
B1, B2

**GWAELIN'S CAVE**

**SPRING OF BRAVERY**

**DRAGON'S HORN**  
1F, 2F, 6F, 7F, 1F, 2F, 5F, 6F

**TOWER OF THE WIND**  
2F, 4F, 6F, 8F, 1F, 3F, 5F, 7F

**LIGHT HOUSE**  
3F, 6F, 7F, 8F, 2F, 5F, 1F, 4F

**PITFALL**  
B1, 1F, 2F

**SEA CAVE**  
B1, B2, B3, B4, B5

**HARGON'S CASTLE**  
1F, 4F

**TOWER OF THE MOON**  
1F, 2F, 3F, 4F, 5F, 6F, 7F

**CAVE TO RHONE**  
4F, 3F, 5F, 6F

EACH FLOOR OF A LABYRINTH IS CONNECTED BY A STAIRCASE. TO EXPLORE THE DIFFERENT LEVELS, SIMPLY FOLLOW THE HIGHLIGHTED NUMBERS, IN ORDER, BEGINNING WITH THE FIRST LEVEL.



<b>Shime</b>	<b>Metal Shime</b>	<b>Babbie</b>	<b>Metal Babbie</b>	<b>Big Slug</b>	<b>Sea Slug</b>	<b>Healer</b>	<b>Man O' War</b>	<b>Drakee</b>	<b>Magidrakee</b>	<b>Zombie</b>	<b>Ghoul</b>	<b>Hork</b>	<b>Evil Eye</b>	<b>Dark Eye</b>	<b>Vampirus</b>	<b>Magic Vampirus</b>	<b>Evil Clown</b>	<b>Mace Master</b>	<b>Undead</b>	<b>Mega Knight</b>	<b>Hargon's Knight</b>
5	6	13	35	8	32	25	20	9	12	60	80	95	50	67	57	65	67	158	65	72	80
2	90	4	255	3	80	5	50	3	10	25	100	51	25	81	49	103	48	100	40	80	135
1	1159	8	1050	2	34	15	25	3	12	40	61	61	92	93	85	182	84	617	45	89	201

<b>Iron Ant</b>	<b>Army Ant</b>	<b>Magic Ant</b>	<b>Centipod</b>	<b>Mezapede</b>	<b>Lizard Fly</b>	<b>Dragon Fly</b>	<b>Big Cobra</b>	<b>Basilisk</b>	<b>Metal Hunter</b>	<b>Attackbot</b>	<b>Flame</b>	<b>Blizzard</b>	<b>Green Dragon</b>	<b>Cyclops</b>	<b>Giant</b>	<b>Silver Battoon</b>	<b>Gold Battoon</b>	<b>Bullwog</b>
5	12	14	21	20	15	40	14	38	70	120	55	90	95	115	155	89	112	210
4	2	8	30	25	12	43	9	58	150	120	101	113	147	99	95	96	100	110
2	4	18	14	33	27	59	9	41	82	723	245	453	350	327	515	271	396	872

<b>Wild Mouse</b>	<b>Big Rat</b>	<b>Ghost Rat</b>	<b>Ghost Mouse</b>	<b>Demighost</b>	<b>Carnivog</b>	<b>Poison Lily</b>	<b>Smoke</b>	<b>Gas</b>	<b>Atlas</b>	<b>Bazuzu</b>	<b>Zarlox</b>
10	16	25	12	48	32	46	15	50	250	250	250
5	5	15	6	50	16	25	40	30	250	240	255
5	7	23	6	44	29	31	18	39	1100	1530	2200

<b>Baboon</b>	<b>Magic Baboon</b>	<b>Hibabango</b>	<b>Saber Tiger</b>	<b>Saber Lion</b>	<b>Mummy Man</b>	<b>Mummy</b>	<b>Mud Man</b>	<b>Puppet Man</b>	<b>Hargon</b>	<b>Malroth</b>
40	45	60	25	80	46	75	28	60	230	250
45	45	83	55	55	40	60	35	100	0	0
20	40	81	40	81	44	62	32	52	0	0

<b>Orc</b>	<b>Gold Orc</b>	<b>Orc King</b>	<b>Medusa Ball</b>	<b>Goroon</b>	<b>Hunter</b>	<b>Berserker</b>	<b>Goopi</b>	<b>Grabooi</b>	<b>Magician</b>	<b>Enchanter</b>	<b>Sorcerer</b>	<b>Hawk Man</b>	<b>Gargoyle</b>	<b>Gremlin</b>	<b>Ozwarg</b>	<b>Titan Tree</b>	<b>Evil Tree</b>
60	100	110	42	26	65	88	50	60	15	40	55	60	60	60	69	51	63
50	255	135	29	30	45	123	28	30	10	30	40	45	95	23	105	80	45
61	63	154	36	50	67	117	25	38	10	37	72	64	71	52	139	50	67

<b>Bamboo Stick</b>	<b>Club</b>	<b>Copper Sword</b>	<b>Magic Knife</b>	<b>Chain Sickle</b>	<b>Iron Spear</b>	<b>Broad Sword</b>	<b>Giant Hammer</b>	<b>Dragon Killer</b>	<b>Light Sword</b>	<b>Falcon Sword</b>	<b>Sword of Erdrick</b>	<b>Wizard's Wand</b>	<b>Staff of Thunder</b>	<b>Thunder Sword</b>	<b>Sword of Destruction</b>
15	60	100	200	390	770	1500	4000	8000	16000	25000	—	2500	—	—	—
2	8	10	12	15	20	30	35	50	65	5	40	10	15	80	93

<b>Full Plate Armor</b>	<b>Magic Armor</b>	<b>Mink Coat</b>	<b>Armor of Gaia</b>	<b>Armor of Erdrick</b>	<b>Gremlin's Armor</b>	<b>Water Flying Cloth</b>	<b>Leather Shield</b>	<b>Steel Shield</b>	<b>Shield of Strength</b>	<b>Shield of Erdrick</b>	<b>Evil Shield</b>	<b>Iron Helmet</b>	<b>Helmet of Erdrick</b>
1000	4300	65000	—	—	—	—	90	2000	21500	—	—	3150	—
25	25	30	35	40	50	35	4	10	18	20	10	6	20

<b>Watergate Key</b>	<b>Jailor's Key</b>	<b>Lottery Ticket</b>	<b>Golden Card</b>	<b>Wizard's Ring</b>	<b>Mirror of Ra</b>	<b>Cloak of Wind</b>	<b>Treasures</b>	<b>Echoing Flute</b>	<b>Leaf of World Tree</b>	<b>Magic Loom</b>	<b>Dew's Yarn</b>	<b>Token of Erdrick</b>	<b>Moon Fragment</b>	<b>Star Crest</b>	<b>Moon Crest</b>	<b>Sun Crest</b>	<b>Water Crest</b>	<b>Life Crest</b>	<b>Eye of Malroth</b>	<b>Charm of Rubiss</b>	<b>Gremlin's Tail</b>	<b>Mysterious Hat</b>	<b>Dragon's Potion</b>
—	2000	1500	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

<b>Medical Herb</b>	<b>Antidote Herb</b>	<b>Fairy Water</b>	<b>Wing of the Wyvern</b>	<b>Dragon's Bane</b>	<b>Golden Key</b>	<b>Silver Key</b>
15	8	40	80	640	—	—
12	6	30	60	480	—	2

.....Indicates items, armor and weapons The Prince of Midehall can equip, and use. ●.....Indicates items, armor, weapons and magic The Prince of Carnock can equip, use or charm. ○.....Indicates items, armor, weapons and magic The Princess of Moonbrooke can equip, use or charm. ■.....Indicates items, armor, weapons and magic The Prince of Cannock can equip himself with this.

**WEAPONS**

- A.....Kind of weapon
- B.....Use
- C.....Where to find
- D.....Cost
- E.....Trade In Value
- F.....Increased Strength
- G.....Remarks

A	B	C	D	E	F	G
Bamboo Stick	●	In defeating the Princess of Moonbrooke is sold at weapon stores in Leftwyne. It is not real powerful, but it is better than no weapon at all.	—	15	2	The Princess of Moonbrooke is sold at weapon stores in Leftwyne. It is not real powerful, but it is better than no weapon at all.
Club	●	The Club is sold at the weapon store in Leftwyne.	60	45	8	The Prince of Cannock is equipped with this weapon. It is a weapon of average power.
Copper Sword	●	The Copper Sword is sold at weapon stores in Leftwyne and Hamlin.	100	75	10	The king presented this sword to the Prince of Midehall as he began his journey.
Magic Knife	●	The Magic Knife is sold at the weapon store in Leftwyne.	200	150	12	This is one of the few weapons the Princess can equip herself with. It's more effective in battle than the bamboo stick.
Chain Sickle	●	The Chain Sickle is sold at weapon stores in Leftwyne and Hamlin.	390	293	15	This should be the next weapon after the Copper sword which the Prince of Midehall should be equipped with.
Iron Spear	●	The Iron Spear is sold at the weapon store in Hamlin.	770	578	20	You may need this weapon in your travels to Moonbrooke.
Broad Sword	●	The Broad Sword is sold at weapon stores in Tanteget, Lianport, Hamlin, and Osterfar.	1500	1125	30	The Prince of Midehall should use this sword until he finds the Sword of Erdrick.
Giant Hammer	●	The Giant Hammer is sold at weapon stores in Tanteget, Beran, Welgarth, or Osterfar.	4000	3000	35	For its price, this is not such a powerful weapon. It doesn't seem to be very effective in battle.
Dragon Killer	●	You can purchase this in Beran, Welgarth, Osterfar, and Tuhn.	8000	6000	50	When battling the Green Dragon, this sword will display unusual power.
Light Sword	●	The Light Sword is sold at the weapon store in Welgarth.	16000	12000	65	This is a powerful weapon using it as an item while fighting has the same effect as using the "Surround" spell.
Falcon Sword	●	The Falcon Sword is sold at the weapon store in Tuhn.	25000	18750	5	Its attack power is rather minimal, but it does damage the enemy twice on one attack.
Sword of Erdrick	●	You will find this in a treasure chest hidden in a cave in one of the castles.	—	—	40	This is one of the items of Erdrick. It is a source of great power.
Wizard's Wand	●	The Wizard's Wand is sold at weapon stores in Lianport, Beran, and Tuhn.	2500	1875	10	This can be used as both a weapon and an item. When used as an item, it has the same effect as the "Fireball" spell.
Staff of Thunder	●	If you defeat the Evil Clown, another staff may appear.	—	—	15	You can equip yourself with this as a weapon. When used as an item, it has the same effect as the "Fireball" spell.
Thunder Sword	●	You will find this in a treasure chest hidden in the cave leading to Rhone.	—	—	80	This sword is the most powerful weapon of all weapons. When used as an item, it has the same effect as the "Infernos" spell.
Sword of Destruction	●	You will find this in the treasure chests of the Green Dragon, the Giant, and Atlas.	—	—	93	This is the most awesome sword in the world. Using this sword may be very risky. The user of this sword brings upon himself a curse. There may be a way.....

**ARMOR**

- A.....Kind of armor
- B.....Use
- C.....Where to find
- D.....Cost
- E.....Trade In Value
- F.....Increased Strength
- G.....Remarks

A	B	C	D	E	F	G
Clothes	●	The Princess of Moonbrooke is equipped with this at the beginning of the journey.	—	—	2	As armor, this will be of little help.
Leather Armor	●	The two Princes are equipped with this at the beginning of the journey.	—	—	6	Defense power is very low. You will need more powerful armor. Save your gold pieces.
Chain Mail	●	Chain Mail is sold at weapon stores in Hamlin and Leftwyne.	480	360	12	Sell your leather armor and buy this armor. Don't forget to equip it.
Clothes Hiding	●	A Clothes Hiding is sold at the weapon stores in Lianport, Tanteget, and Osterfar.	1250	938	20	Price and power are a perfect match for the Princess.

**ITEMS**

- A.....Item Name
- B.....Where to find
- C.....Cost
- D.....Trade In Value
- E.....Remarks

A	B	C	D	E	F	G
Full Plate Armor	●	Full Plate Armor is sold at weapon stores in Hamlin and Lianport.	1000	750	25	Whenever purchasing new weapons or armor, remember to equip them.
Magic Armor	●	Magic Armor is sold at weapon stores in Osterfar and Tuhn.	4300	3225	25	Even the Prince of Carnock can equip himself with this.
Mink Coat	●	Mink Coat is sold at the weapon store in Welgarth.	65000	48750	30	Though this is expensive, it would be nice of the Princess to buy it.
Armor of Gaia	●	The master of the weapon store in Osterfar secretly guards this.	—	38	35	When you get the Golden Key, you can find.....
Armor of Erdrick	●	This is hidden in a treasure chest deep in the cave leading to Rhone.	—	3	40	With this defense power, you will have nothing to fear in Rhone.
Gremlin's Armor	●	The Gremlin's Armor is hidden in the Gold Baboon treasure chest.	—	—	50	This armor offers the strongest defensive power of all armor. But equipping yourself with it will cause you to be cursed.
Water Flying Cloth	●	Don Mahone of Tuhn can make it.	—	—	35	This Water Flying Cloth offers a particularly strong defense against the fire attack spell of monsters. It would be most helpful in protecting the Prince of Cannock and the princess of Moonbrooke.
Leather Shield	●	The Leather Shield is sold at the weapon store in Leftwyne.	90	68	4	Leather Shield has a greater effect when used in combination with your armor.
Steel Shield	●	The Steel Shield is sold at weapon stores in Hamlin, Lianport, Tanteget, and Beran.	2000	1500	10	After dressing in Full Armor, you can expect to get it.
Shield of Strength	●	The Shield of Strength is sold at weapon stores in Beran, Welgarth, and Tuhn.	21500	16125	18	The Shield of Strength can not only be used as armor. It may also be used as an item. Producing the same effect as the "Healmore" spell.
Shield of Erdrick	●	This is hidden in a treasure chest in the room behind the Golden Doors in Cannock Castle.	—	15	20	Only the Prince of Midehall has the right to obtain the items of Erdrick, which are not sold in any shops.
Evil Shield	●	This is hidden in a treasure chest the Mega Knight guards.	—	—	10	If the Prince of Midehall is equipped with this, he will be cursed as you may guess. Selling this item will bring big money.
Iron Helmet	●	Iron Helmet is sold at the weapon stores in Tanteget, Beran, Welgarth, and Osterfar.	3150	2363	6	His defensive power will increase dramatically if he wears this together with the Armor and the Shield.
Helmet of Erdrick	●	At the Monolith of Aletgard, trade this for the Token of Erdrick.	—	—	20	As one might imagine, the items of Erdrick are all powerful. Equipped with them, the Prince of Midehall possesses an impenetrable defense.
Medical Herb	●	Medical Herbs are sold at most item stores in the towns, villages, and castles.	—	—	15	Allows you to restore some of your HPs.
Antidote Herb	●	Antidote Herbs are sold at most item stores in the towns, villages, and castles.	—	—	8	Use as a remedy when poisoned by monsters.
Fairy Water	●	Fairy Water is sold at most item stores in the towns, villages, and castles.	—	—	40	Use to ward off any foes less powerful than you.
Wing of the Wyvern	●	Wing of the Wyvern is sold at most item stores in the towns, villages, and castles.	—	—	80	Use to return to where you saved the game last.
Dragon's Bane	●	Dragon's Bane is sold at item stores in Lianport, Welgarth, Zahan, and Tanteget.	—	—	640	Equipped with this, many of the monsters' spells will have no effect on you.
Golden Key	●	Toral of Zahan is said to be in possession of this.	—	—	—	Traveling without the key to the Golden Doors will be impossible.
Silver Key	●	You can find this in the second basement of the Lake Monolith of Cannock.	—	—	—	The key to the Silver Doors will be very important to the success of the first half of your travels.

**SPELLS**

- A.....Spell Name
- B.....Character
- H.....Minimum Level to use spells
- I.....MP Consumption
- J.....Spell Results

A	B	H	I	J	
Fireball	○	3	2	The "Fireball" spell causes a single enemy 15 to 25 points of damage. There are also many enemies that can use this spell.	
Infernos	○	4	4	The "Infernos" spell can inflict damage points to each member of an enemy group. It is more powerful than the "Fireball" spell.	
Firebane	○	18	4	The "Firebane" spell will leave you feeling lucky, after you've inflicted 30 to 50 points of damage to each enemy in the group.	
Defeat	○	23	4	The "Defeat" spell carries a powerful blow against a group of enemies, but has no effect against strong individual enemies.	
Explodet	○	19	8	The "Explodet" spell is the strongest attack spell available to the Princess. It is capable of inflicting 50 to 80 points of damage to each monster of an attacking group.	
Sacrifice	○	28	1	The "Sacrifice" spell requires the ultimate sacrifice, the user's life. It will, however, destroy all enemies.	
Sleep	○	2	2	The "Sleep" spell will put some groups of enemies to sleep.	
Stopsell	○	8	3	The "Stopsell" neutralizes the enemies' spells. However, it may often have no effect.	
Surround	○	6	2	The "Surround" spell creates illusions that cause your enemies to make many mistakes while in battle. It is a very effective tool against most enemies.	
Defence	○	10	2	The "Defence" spell will diminish the defense powers of your enemies, thereby increasing the effectiveness of your attacks.	
Increase	○	20	2	The "Increase" spell will increase the defense power of you and your companions, and reduce the amount of damage you might receive.	
Stepguard	○	17	4	The "Stepguard" spell will protect you from enemies found in castles, towns, and monoliths. Remember to use it before entering these places.	
Heal	○	1	3	The "Heal" spell will restore up to 20 of your HPs. It works wisely in combination with your Medical Herbs.	
Antidote	○	6	3	Each step you take after being poisoned by an enemy will gradually lower your HPs. By using this spell you can counteract the effects of the poison. This spell works just like an Antidote Herb.	
Healmore	○	14	5	This spell, stronger than the "Heal" spell, can restore up to 40 to 50 of your HPs. Choose wisely between "Heal" and "Healmore".	
Heallall	○	15	8	This spell will use up your MP's much quicker. But it will also restore your Maximum HPs.	
Revive	○	25	15	This spell is most valuable as it can restore life to a departed companion. You would be wise to prepare the weep Leaf of the World Tree.	
Outside	○	12	6	These first two spells can rescue you from many difficult situations. The "Outside" spell will immediately transport you from the depths of a cave, tower, monolith, etc. to the outside. The "Return" spell will take you back to a town or castle. Neither the "Outside" spell nor the "Return" spell can be used while fighting.	
Return	○	10	6	This spell makes it possible to return to the town or castle where you saved the game last. The ship also returns to a dock nearby.	
Repel	○	8	2	This spell will ward off all monsters with less HPs than you and your companions. It has the same effect as Fairy Water. This will be very helpful as you sail the sea.	
Open	○	23	2	Once you learn this spell, you will never need another key except the Watergate Key.	
Chance	○	25	15	12	This spell is highly unpredictable. It's like a Jack-in-the-box, always a surprise. It may produce the same results as another spell, or may cause something terribly frightening.

**ULTRAWARP**

A	B	H	I	J	
Outside	○	12	6	These first two spells can rescue you from many difficult situations. The "Outside" spell will immediately transport you from the depths of a cave, tower, monolith, etc. to the outside. The "Return" spell will take you back to a town or castle. Neither the "Outside" spell nor the "Return" spell can be used while fighting.	
Return	○	10	6	This spell makes it possible to return to the town or castle where you saved the game last. The ship also returns to a dock nearby.	
Repel	○	8	2	This spell will ward off all monsters with less HPs than you and your companions. It has the same effect as Fairy Water. This will be very helpful as you sail the sea.	
Open	○	23	2	Once you learn this spell, you will never need another key except the Watergate Key.	
Chance	○	25	15	12	This spell is highly unpredictable. It's like a Jack-in-the-box, always a surprise. It may produce the same results as another spell, or may cause something terribly frightening.

Using this spell at sea will cost you 12 MP's.